



Funded by the
Erasmus+ Programme
of the European Union

GUINEVERE

Online Event

<http://guinevereproject.eu>

Wednesday, 13 Nov 2019
11am CET- 1pm CET

Simulcast: Video conference using Zoom and
local participants in Florence

Zoom URL <https://zoom.us/j/8039048284>

GUINEVERE (2017-2019) is a two-year project investigating the potential of digital game-based learning in 3D immersive environments focusing on foreign language learning (2017-2019). As part of the project, language teachers were introduced to the art of designing and processes involved in creating digital games within various VWs including Second Life, OpenSim, and Minecraft.

The project is nearing completion and all of the partner are present in Florence for the final project meeting and look forward to sharing the outcomes. They proudly present the project results in a 2h web conference on Wednesday, 13 Nov 2019 from 11am to - 1pm Italian time.

Project outcomes <http://guinevereproject.eu/deliverables>

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| 11:00am | Heike Philp from let's talk online will introduce the goal of GUINEVERE and the final results. |
| 11:15am | Project partner Tuncer Can of the Istanbul University-Cerrahpasa will talk about the theoretical framework of Game Design/Gistory |

App Design Process (soon available from PlayStore and Appstore under the name 'Gistory')

- 11:30am Project partner IUL and Heike Philp talk about the Teacher Training Course development and the impressive 3D games developed by teachers.
- 12:00pm Nick Zwart-Knottnerus of 3DLES presents his work in OpenSim
- 12:15pm Guest speaker James York from Japan will talk about his experience teaching English and Japanese in Minecraft.
- 12.45pm Q&A with online participants

Guest speaker James York



How to teach languages in Minecraft: What are the affordances of Minecraft for language teaching?

Minecraft offers three different game modes (survival, creative, and adventure) which each have different use cases. In this talk, I provide a list of teaching tips and ideas that have worked for me in my own teaching context with a focus on productive language skills. The talk addresses the affordances of Minecraft for language learning and how teachers can adopt a task-based language teaching approach in this environment.

Bio

James is a lecturer at Tokyo Denki University where he conducts research on the pedagogical application of games for language learning. His current main focus is a curriculum development project using tabletop games as the centrepiece of a task-based language teaching and multiliteracies approach to second language acquisition. James is co-editor of Ludic Language Pedagogy, an open access, open peer-reviewed journal exploring games and play, language and literacies, and teaching. James's previous projects include the development and management of an online Japanese learning community which utilized Minecraft as the domain for interactive, experiential learning activities.



Dr Tuncer Can completed his MA at Istanbul University in 2004 on "Constructivism and Training of Pre-service Foreign Language Teachers". In 2005, he was granted a Fulbright Scholarship and he spent two terms at Syracuse University, NY, USA, where he taught Turkish via videoconferencing for one year. In 2008, he took part in a project at Istanbul University in the Faculty of Education, English Language Teaching Department, on the implementation of MOODLE in

the training of pre-service foreign language teachers; a project was funded by Istanbul University Scientific Research Center. He completed his PhD at Istanbul University in 2011 on "Using Foreign Language Learning Strategies in the Context of Lifelong Learning and Plurilingualism". Dr. Can also has taken part in three EU Projects. (1) CAMELOT, (2) INTEGRATION OF YOUNG REFUGEES Using mobile devices leading to better language acquisition and relevant career / YouRNI, and (3) TABLIO on the use of tablets for classroom differentiation and inclusion/ TABLIO.



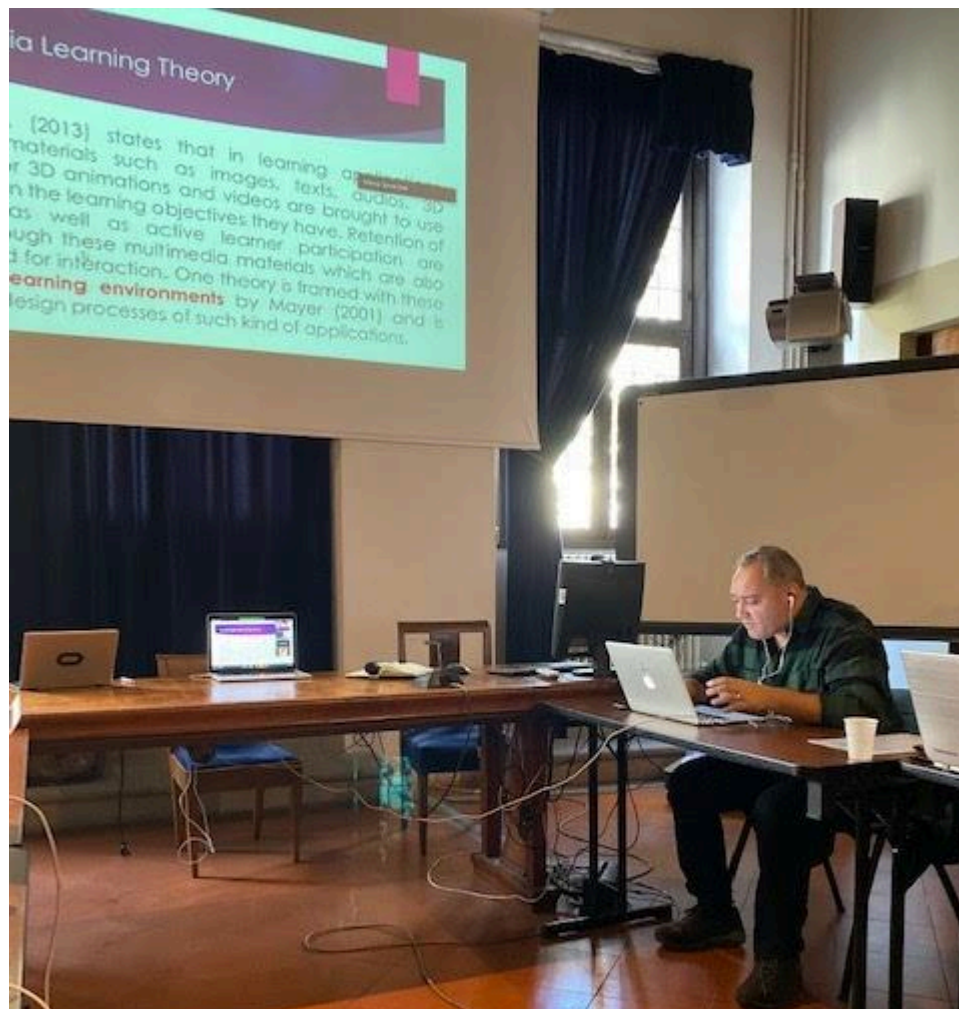
Heike Philp is CEO of *let's talk online srl* is an edtech and immersive learning integration specialist. Philp co-initiated four European funded projects on teaching and learning a language in real-time at a distance: **LANCELOT** (LANguage learning with CErtified Live Online Teachers), **AVALON** (Access to Virtual and Action Learning live ONline) and **CAMELOT** (CreAting Machinima Empowers Live Online language Teaching and learning) and **GUINEVERE** (Games Used IN Engaging Virtual Environments for Realtime language Education). Philp founded and organizes several web conferences, Virtual Round Table (language learning technologies) DaFWEBKON (teachers of German), SLanguages Annual Symposium. She co-owns EduNation islands in Second Life.

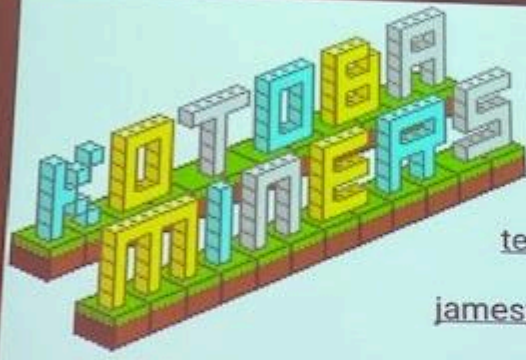


Nick Zwart-Knottnerus is CEO of 3DLES, a Dutch company that offers project management on educational project in virtual worlds. Nick has studied theology and IT in Amsterdam, was an IT teacher for years and built the EU prize-winning virtual language villages Chatterdale and Parolay. He worked for the University of Alcalá de Henares in Spain doing research on the use of OpenSimulator for language education. He works for the City University in London as a technical researcher for the aphasia project called EVA Park. 3DLES was partner in several EU projects like TILA, TeCoLa and now the GUINEVERE project.

Images of the event







Slides
<http://bit.ly/34YkGyg>

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Open-access, open peer reviewed journal:



Ludic Language

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